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Subject: Re: Vertex Fitter in Fast simulation  
Posted by [donghee](#) on Wed, 02 Apr 2014 23:08:52 GMT  
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Hi Elisabetta,

First of all, you don't need to do vertex fitting in the fast simulation. Ralf pointed out the concept for vertexing in fast simulation campaign is different.

Quote:

Actually you should not try vertex fitting in the FastSim. Everything is already covered by the effective "Vertexing detectors" in the FastSim macro.

Vertex fit or 4C whatever any vertexing doesn't make sense in fast simulation study. I confirm that every fit doesn't work in fast simulation except POCA.

Concerning a fitted list.

You want to have a list after doing the vertex/kinematic fitting, probably at full simulation. Here is a simple way to do.

Quote:

```
RhoCandList Dslist; //This is a list for Ds  
RhoCandList Dslist_fitted; //here define a new list!
```

```
for (j=0;j<Dslist.GetLength();++j)  
{  
PndKinVtxFitter vtxfitter(Dslist[j]);  
vtxfitter.Fit();  
double chi2_vtx=vtxfitter.GetChi2();  
if (chi2_vtx>0.){  
RhoCandidate *jfit = Dslist[j]->GetFit();  
TVector3 jVtx=jfit->Pos();  
Dslist_fitted.Add(jfit); //here you should put your fitted candidate into the new list  
}  
qa.qaComp("Ds_vtx_", Dslist_fitted, ntp2);
```

You should have fitted information inside the list.

I hope it helps.

Best wishes,  
Donghee